AGENDA

-Who we are and who is currently on our team.

-The Game

-power point

-design doc’s

-Questions?

-What we need

-Schedule

-Ground rules and boundaries

-open floor

TASKS

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Name | Task | Due |  |  |
| Debbie | World Design (mech/vis)  Plot  Level Editor Design  Flesh out current mech  Finalize Sch/WBDS |  |  |  |
| Seligman | Tarot cards  Infrastructure  Enemy editor  REPOSITORY | 5/31  5/29 |  |  |
| Sean | Level editor |  |  |  |
| Shawn | Equipment |  |  |  |
| Luis | Pixel concept  Enviroment concept |  |  |  |
| Matt | Enemy concept |  |  |  |
| Inoke | Char Concept/enemy concept |  |  |  |
| Ed |  |  |  |  |

Seligman

-Tarot cards

-Infrastructure

-REPOSITORY

Debbie

-world design

-World

-World mechanics

-plot

-feedback

-Level editor design

Sean

-Level editor

Shawn

-Equipment

Matt

-Enemy Concept art (Blue sky only, do not refer to list)

Inoke

-Character concept art

Ed